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-	1074	generat$4 near10 securit$4 near10 key$1 and @ad<20010531	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/30 10:29
-	2	"20020184303"	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/30 11:50
-	3	generat$4 near10 securit$4 near10 key$1 same equation$1 and @ad<20010531	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/30 10:51
-	7	deliver$4 near10 dynamic near10 text$1 and @ad<20010531	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/30 10:32
-	5	5973696.pn. 5956487.pn. 6170007.pn.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/30 10:45
-	4	5973696.pn. 5956487.pn. 6170007.pn. and xml	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/30 10:45
-	1	server$1 near10 generat$4 near10 securit$4 near10 key$1 and equation$1 and @ad<20010531	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/30 10:50
-	0	updat$4 near10 file$1 near10 mirror$1 near10 site$1 and @ad<2000531	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/30 11:52
-	0	updat$4 near10 file$1 near10 mirror$1 and @ad<2000531	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/30 11:52

-	0	updat$4 near10 mirror$1 near10 site$1 and @ad<2000531	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/30 11:51
-	0	updat$4 near10 mirror$1 and @ad<2000531	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/30 11:51
-	1	updat$4 and @ad<2000531	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/30 11:52
-	0	chang$4 near10 file$1 near10 mirror$1 near10 site$1 and @ad<2000531	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/30 11:59
-	46	updat$4 near10 file$1 near10 mirror$1 and @ad<20010531	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/30 11:52
-	6	chang$4 near10 file$1 near10 mirror$1 near10 site$1 and @ad<20010531	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/30 13:42
-	270	server near10 without near10 (OS or Operating near5 system$1)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/30 13:43
-	172	server near10 without near10 (OS or Operating near5 system$1) and @ad<20010509	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/02 09:24

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Relevance

1 Cryptosystems: OCB: a block-cipher mode of operation for efficient authenticated encryption
Phillip Rogaway, Mihir Bellare, John Black, Ted Krovetz
November 2001 **Proceedings of the 8th ACM conference on Computer and Communications Se**

Full text available: 📄 pdf(285.44 KB)   Additional Information: full citation, abstract, references, citings, index term

We describe a parallelizable block-cipher mode of operation that simultaneously provides privacy a
authenticity. OCB encrypts-and-authenticates a nonempty string M &egr; $\{0,1\}$• using \lceil |M|/n
block-cipher invocations, where n is the block length of the underlying block cipher. Additional ove
small. OCB refines a scheme, IAPM, suggested by Charanjit Jutla. Desirable properties of OCB inclu
ability to encrypt a bit string of arbitrary length into a ...

Keywords: AES, authenticity, block ciphers, cryptography, encryption, integrity, modes of operati
provable security, standards

2 Level II technical support in a distributed computing environment
Tim Leehane
September 1996 **Proceedings of the 24th annual ACM SIGUCCS conference on User services**

Full text available: 📄 pdf(5.73 MB)   Additional Information: full citation, references, index terms

3 Fast detection of communication patterns in distributed executions
Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Full text available: 📄 pdf(4.21 MB)   Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on proce
diagrams are often used to obtain a better understanding of the execution of the application. The
visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However
diagrams are often very complex and do not provide the user with the desired overview of the app
our experience, such tools display repeated occurrences of non-trivial commun ...

4 Interactive Editing Systems: Part II
Norman Meyrowitz, Andries van Dam
September 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 3

Full text available: pdf(9.17 MB)   Additional Information: full citation, references, citings, index terms

5 Session 1: Perspectives on software evolution 1: Evolution in software and related areas
M. M. Lehman, J. F. Ramil
September 2001 **Proceedings of the 4th international workshop on Principles of software evo**

Full text available: pdf(1.68 MB)   Additional Information: full citation, abstract, references, citings

After briefly discussing the meaning of the term *evolution* in the context of software, its technology
software process and related domains, the paper describes some of the facets and implications of
evolution phenomenon as identified during many years of active interest in the topic, most recentl
the FEAST (Feedback, Evolution And Software Technology) projects.

Keywords: SPE program classification, empirical studies, feedback, process improvement, proces
modelling, software engineering, software process, theory

6 OceanStore: an architecture for global-scale persistent storage
John Kubiatowicz, David Bindel, Yan Chen, Steven Czerwinski, Patrick Eaton, Dennis Geels, Ramakris
Gummadi, Sean Rhea, Hakim Weatherspoon, Chris Wells, Ben Zhao
November 2000 **Proceedings of the ninth international conference on Architectural support fo
programming languages and operating systems**, Volume 28 , 34 Issue 5 , 5

Full text available: pdf(166.53 KB)   Additional Information: full citation, abstract, references, citings, index term

OceanStore is a utility infrastructure designed to span the globe and provide continuous access to
information. Since this infrastructure is comprised of untrusted servers, data is protected through
redundancy and cryptographic techniques. To improve performance, data is allowed to be cached a
anytime. Additionally, monitoring of usage patterns allows adaptation to regional outages and den
service attacks; monitoring also enhances performance through pro-active movement ...

7 OceanStore: an architecture for global-scale persistent storage
John Kubiatowicz, David Bindel, Yan Chen, Steven Czerwinski, Patrick Eaton, Dennis Geels, Ramakris
Gummadi, Sean Rhea, Hakim Weatherspoon, Westley Weimer, Chris Wells, Ben Zhao
November 2000 **ACM SIGPLAN Notices**, Volume 35 Issue 11

Full text available: pdf(1.47 MB)   Additional Information: full citation, abstract, references, index terms

OceanStore is a *utility infrastructure designed to span the globe and provide continuous access to*
information. Since this infrastructure is comprised of untrusted servers, data is protected through
redundancy and cryptographic techniques. To improve performance, data is allowed to be cached a
anytime. Additionally, monitoring of usage patterns allows adaptation to regional outages and den
service attacks; monitoring also enhances performance through pro-active movement ...

8 Technical correspondence
CORPORATE Tech Correspondence
October 1989 **Communications of the ACM**, Volume 32 Issue 10

Full text available: pdf(2.15 MB)   Additional Information: full citation, references, citings, index terms

9 Interactive global illumination in dynamic scenes
Parag Tole, Fabio Pellacini, Bruce Walter, Donald P. Greenberg
July 2002   **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conferen
Computer graphics and interactive techniques**, Volume 21 Issue 3

Full text available: pdf(13.82 MB)   Additional Information: full citation, abstract, references, citings, index term

In this paper, we present a system for interactive computation of global illumination in dynamic sc
system uses a novel scheme for caching the results of a high quality pixel-based renderer such as
bidirectional path tracer. The Shading Cache is an object-space hierarchical subdivision mesh with
computed shading values at its vertices. A high frame rate display is generated from the Shading C
using hardware-based interpolation and texture mapping. An image space sampling sc ...

Keywords: Monte Carlo techniques, illumination, parallel computing, ray tracing, rendering, rende
systems

10 Asynchronous information space analysis architecture using content and structure-based se
brokering
Ke-Thia Yao, In-Young Ko, Ragy Eleish, Robert Neches
June 2000   **Proceedings of the fifth ACM conference on Digital libraries**

Full text available: 📄 pdf(470.15 KB)   Additional Information: full citation, abstract, references, citings, index term

Our project focuses on rapid formation and utilization of custom collections of information for grou
on high-paced tasks. Assembling such collections, as well as organizing and analyzing the docume
them, is a complex and sophisticated task. It requires understanding what information manageme
and tools are provided by the system, when they appropriate to use, and how those services can b
composed together to perform more complex analyses. This paper describes ...

Keywords: asynchronous service access, component architecture, content and structure, data-dri
brokering, information analysis, information management, metadata

11 ITiCSE 2002 working group report: Exploring the role of visualization and engagement in cor
science education
Thomas L. Naps, Guido Rößling, Vicki Almstrum, Wanda Dann, Rudolf Fleischer, Chris Hundhausen, A
Korhonen, Lauri Malmi, Myles McNally, Susan Rodger, J. Ángel Velázquez-Iturbide
June 2002   **ACM SIGCSE Bulletin , Working group reports from ITiCSE on Innovation and te
in computer science education**, Volume 35 Issue 2

Full text available: 📄 pdf(414.24 KB)   Additional Information: full citation, abstract, references, citings

Visualization technology can be used to graphically illustrate various concepts in computer science
that such technology, no matter how well it is designed, is of little educational value unless it enga
learners in an active learning activity. Drawing on a review of experimental studies of visualization
effectiveness, we motivate this position against the backdrop of current attitudes and best practice
respect to visualization use. We suggest a new taxonomy of learner engageme ...

12 Technical papers: 4+4: an architecture for evolving the Internet address space back toward
transparency
Zoltán Turányi, András Valkó, Andrew T. Campbell
October 2003 **ACM SIGCOMM Computer Communication Review**, Volume 33 Issue 5

Full text available: 📄 pdf(521.88 KB)   Additional Information: full citation, abstract, references

We propose 4+4, a simple address extension architecture for Internet that provides an evolutionar
approach to extending the existing IPv4 address space in comparison to more complex and disrupt
approaches best exemplified by IPv6 deployment. The 4+4 architecture leverages the existence of
Address Translators (NATs) and private address realms, and importantly, enables the return to end
address transparency as the incremental deployment of 4+4 progresses. During the transition t ...

13 The case for persistent-connection HTTP
Jeffrey C. Mogul
October 1995 **ACM SIGCOMM Computer Communication Review , Proceedings of the conferen
Applications, technologies, architectures, and protocols for computer communi**

Volume 25 Issue 4
Full text available: 📄 pdf(1.68 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index term</u>

The success of the World-Wide Web is largely due to the simplicity, hence ease of implementation, Hypertext Transfer Protocol (HTTP). HTTP, however, makes inefficient use of network and server r and adds unnecessary latencies, by creating a new TCP connection for each request. Modifications have been proposed that would transport multiple requests over each TCP connection. These modi have led to debate over their actual impact on users, on servers, and on the net ...

14 <u>An Unclever Time-Sharing System</u>
Caxton C. Foster
January 1971 **ACM Computing Surveys (CSUR)**, Volume 3 Issue 1

Full text available: 📄 pdf(1.85 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index term</u>

This paper describes the internal structure of a time-sharing system in some detail. This system is to providing remote access, and has a simple file structure. It is intended for use in a university ty environment where there are many short jobs that will profit from one- or two-second turnaround. its simplicity, this system can serve as a useful introduction to the problems encountered by the de any time-sharing system. Included are a discussion of the comman ...

15 <u>National id card: the next generation: The US/Mexico border crossing card (BCC): a case st</u> <u>biometric, machine-readable id</u>
Andrew Schulman
April 2002   **Proceedings of the 12th annual conference on Computers, freedom and privacy**

Full text available: 🌐 htm(187.31 KB)   Additional Information: <u>full citation</u>, <u>index terms</u>

16 <u>Profiling Java applications using code hotswapping and dynamic call graph revelation</u>
Mikhail Dmitriev
January 2004 **ACM SIGSOFT Software Engineering Notes , Proceedings of the fourth internati workshop on Software and performance**, Volume 29 Issue 1

Full text available: 📄 pdf(1.32 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>

Instrumentation-based profiling has many advantages and one serious disadvantage: usually high performance overhead. This overhead can be substantially reduced if only a small part of the targe application (for example, one that has previously been identified as a performance bottleneck) is instrumented, while the rest of the application code continues to run at full speed. The value of suc profiling technology would increase further if the code could be instrumented and de-instrumented

17 <u>ITiCSE 2001 working group reports: A multi-national, multi-institutional study of assessment</u> <u>programming skills of first-year CS students</u>
Michael McCracken, Vicki Almstrum, Danny Diaz, Mark Guzdial, Dianne Hagan, Yifat Ben-David Kolika Laxer, Lynda Thomas, Ian Utting, Tadeusz Wilusz
December 2001 **ACM SIGCSE Bulletin**, Volume 33 Issue 4

Full text available: 📄 pdf(1.99 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>

In computer science, an expected outcome of a student's education is programming skill. This wor investigated the programming competency students have as they complete their first one or two c computer science. In order to explore options for assessing students, the working group developed assessment of whether students can program. The underlying goal of this work was to initiate dialo Computer Science community on how to develop these types of assessments. Se ...

18 <u>ITiCSE 2001 working group reports: A multi-national, multi-institutional study of assessment</u> <u>programming skills of first-year CS students</u>
Michael McCracken, Vicki Almstrum, Danny Diaz, Mark Guzdial, Dianne Hagan, Yifat Ben-David Kolika

Laxer, Lynda Thomas, Ian Utting, Tadeusz Wilusz
December 2001 **Working group reports from ITiCSE on Innovation and technology in comput education**

Full text available: pdf(1.99 MB)   Additional Information: full citation, abstract, references, citings, index term

In computer science, an expected outcome of a student's education is programming skill. This wor investigated the programming competency students have as they complete their first one or two c computer science. In order to explore options for assessing students, the working group developed assessment of whether students can program. The underlying goal of this work was to initiate dialo Computer Science community on how to develop these types of assessments. Se ...

19 Evaluating message understanding systems: an analysis of the third message understandin conference (MUC-3)

Nancy Chinchor, David D. Lewis, Lynette Hirschman
September 1993 **Computational Linguistics**, Volume 19 Issue 3

Full text available: pdf(3.00 MB)   Additional Information: full citation, abstract, references, citings
Publisher Site

This paper describes and analyzes the results of the Third Message Understanding Conference (MU reviews the purpose, history, and methodology of the conference, summarizes the participating sy discusses issues of measuring system effectiveness, describes the linguistic phenomena tests, and critical look at the evaluation in terms of the lessons learned. One of the common problems with e is that the statistical significance of the results is unknown. In the disc ...

20 Special issue on natural language generation: Generating natural language summaries from on-line sources

Dragomir R. Radev, Kathleen R. McKeown
September 1998 **Computational Linguistics**, Volume 24 Issue 3

Full text available: pdf(2.36 MB)   Additional Information: full citation, abstract, references, citings
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We present a methodology for summarization of news about current events in the form of briefing include appropriate background (historical) information. The system that we developed, SUMMONS output of systems developed for the DARPA Message Understanding Conferences to generate summ multiple documents on the same or related events, presenting similarities and differences, contrad and generalizations among sources of information. We describe the various components ...

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